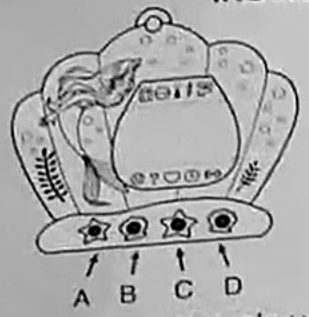
Disney's THE LITTLE MERMAID

VIRTUAL FRIENDS™ Electronic Aquarium INSTRUCTIONS



A - Select (-->)
B - Select (<--)
C - Skip
D - Enter

Congratulations! Here's your chance to help Ariel care for some very special "Under the Sea" Friends. Watch with excitement as your new baby Friend hatches to a birthday tune! Feed, nurture and play simple musical games with your sea baby. (Remember, at this stage your Friend is too young to exercise). With proper care, your baby will grow to become a fish, a crab, a seahorse, or a jellyfish within one day (one day for you is equal to one year for your Friend!). And if you treat your Friend nicely, keep it fed, happy and healthy every day, it will stay with you for up to 15 days before leaving the aquarium.

Take good care of your Friend by feeding it (but not too much!), playing higher level games and making sure it gets regular exercise to keep fit and healthy. Your Friend will also need lots of sleep and clean water, so always check your Friend's status. As it grows, it will need excellent health to continue living in the aquarium. And watch out! Only you can protect your Friend from the dreaded sea witch Ursula and her nasty hook . So learn the following simple instructions and you can treasure your Friend throughout its life in the aquarium. When you see your Friend swimming happily (sometimes up close - larger image, and sometimes from afar - smaller image), you will know that you have given it the best care possible.

ARATION

a) To start your [illegible] aquarium, pull out the plastic strip from the shell. A flashing egg now appears on screen. (Note: if by chance no image appears, follow the instructions under TIMER MODE to restart unit.)
b) Select a weight unit for your Friend. Press button A to choose pounds (LB) or kilograms (KG). Press button D to set.
c) Mark the beginning of your friendship by setting the timer to the present time. Use button A to enter the hours, button C to enter the minutes. Press button D to set.

Now the flashing egg has a heart! Your baby Friend will hatch to a birthday tune in a few minutes and grow to an adult within 24 hours. Which type of sea life will it be this time?

In MENU mode, use button **A** or **B** to choose the icon you like. Press button **D** to enter or start. Press button **C** to skip.

FEEDING

Your Friend needs food to grow and to exercise! With each meal eaten, its weight increases by 1 oz. (30 g.). When the weight drops below 5 oz. (150 g.), it is under weight and the attention icon lights up and beeps. You should feed your Friend back to health by checking against the weight status. If you leave it without food overnight, its health counter will drop too low. If it is overweight, it needs more exercise to balance its eating. Remember not to overfeed. Your Friend will refuse a meal when it is full. The wasted food will sink to the bottom and soil the aquarium.

FOOD

■□□□□ Your Friend is very hungry with an appetite for 4 more meals.

■■■■■ Your Friend is full and refuses any more food.

SLEEPING

This icon has 2 functions: light switch and sleeping time option.

1) Let your Friend get a good night's rest by turning off the light when it sleeps. If your Friend sleeps with the light on, it will wake up sick and unhappy.

2) Any time the Pause command is activated, the aquarium's clock will stop and become different from your time, and your Friend may sleep during the day if its own clock is still night time. To get the most playing hours with your Friend, select the QUICK (10 minutes) sleeping time option instead of the regular slow time. After you have entered your choice of light on or off, use button A to choose QUICK or SLOW and press button D to confirm.

QUICK
SLOW

THERMOMETER

When your Friend falls ill, the attention icon lights up with alarm and a ✚ appears on the screen. Select the thermometer icon to call Doctor Dolphin

to the rescue. If your Friend's health condition is serious, you may need to call the doctor a few times. If you delay getting medical care, your Friend will be sad and its health counter will drop. Remember: when your Friend is sick, it will not eat, play or exercise.

DANGER

If there is immediate danger to your Friend (such as poor health, low water level, or a hook in the aquarium, etc.), the danger icon lights up with a beeping alarm sounds. It will stay lit and the alarm will continue to sound until the danger is gone. If the alarm sounds, you should check your Friend right away! If you wait, it may be too late to save your Friend.

TAP

This icon has 2 functions: cleaning and refilling the aquarium.

The aquarium will get dirty from time to time, especially if there is wasted food from uneaten meals and if your Friend has been exercising a lot. When specks start to appear, it is time to clean the aquarium or your Friend will get sick. If the water is dirty, your Friend will not be able to exercise. You should also check the aquarium's water level (full tank = level 15) so it does not drop below the comfort zone. If it does, your Friend will be unhappy and will refuse to play games. (Exception: if the happy counter is very high, then your Friend may play with you). The attention icon lights up and beeps if the water level is too low or if the water is too dirty. For the best results, make a habit of cleaning and refilling the aquarium regularly. (Note: each Friend requires a different water level, ie. jellyfish needs more water than the crab).

After you have entered the tap screen, use button A to choose the **CLEAN** or **ADD** function. Press button D to start.

GAME

Playing and spending quality time with your Friend will make it happy! There are 2 game levels, each has 5 chances of winning. The higher your score, the happier your Friend will be!

BABY STAGE: The goal is to guess correctly which picture your Friend will pick. Press button A or D to enter your choice of left or right.

ADULT STAGE: The goal is to match the two left and right pictures on the screen (ie. star with star, heart with heart, shell with shell). First, choose your lucky heart, shell or star on the left by pressing button A. Press button D to start the game. As the picture on the right begins to flash, press button D when you think you have a match. (Hint: try to remember the moving picture sequence so you know when the matching image will appear next. **Press button D just before the matching image shows up**). There are 2 different speeds, so pay close attention!

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? STATUS

This icon lets you check on your Friend's condition and various counters. It also stores the latest, best age record for all your sea creature friends. After you have entered the status screen, press button D again to go to PET for Age, Weight, and Best Record information. Or press button A for DATA on Food, Happiness and Health counters. In either case, push button D to continue; or button C to exit.

PET

AGE: Shows your Friend's age as of the previous night. The maximum age for any Friend in the aquarium is 15 virtual years (or 15 of your days).

WEIGHT: Shows your Friend's body weight. If your Friend is under or over the normal standard, the screen will show the amount of weight it needs to gain back (by eating), or trim off (by exercising) in order to stay healthy. Help your Friend by feeding it or starting it on a regular exercise routine. The healthier your Friend is, the longer it will stay!

OVER 2 LB OR UNDER 3 KG

BEST RECORD: Shows the latest best age record and the type of sea creature you have cared for.

DATA

FOOD

■■■■□ If all 5 units are filled, your Friend is full and will not eat more food. Take care not to over (or under) feed your Friend as that will affect its health.

HAPPY

♥♥♥♡ If all the hearts are filled, your Friend is very happy! If you keep 4 hearts filled every hour, your Friend's health counter will go up! (Hint: If your Friend is sad, try to win a game with it to cheer it up.)

HEALTH

The health counter is an indicator of your Friend's overall well being. The more the counter is filled, the healthier your Friend will be. Each age category has a different requirement level. As your Friend grows older, it will need excellent health to remain in the aquarium. Regularly check the various conditions because the aquarium environment changes all the time, ie. the water level drops, water gets dirty, food gets digested, etc.(Note: Your Friend's health counter will drop 1 unit naturally every two hours).

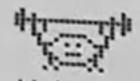
♡ **ATTENTION**

When this symbol lights up and beeps, your Friend wants some attention! Check the other icons to discover your Friend's needs. The heart icon will stay lit and beep until you take care of your Friend. Don't keep it waiting long!

...clock icon and all functions will go on a suspended mode (except displaying the status and the stopped game time). The screen will show a flashing STOP sign until the command is turned off. When you are ready to care for your Friend again, go back to the clock screen and press button A to choose OFF. Press button D to enter.

EXERCISE

Proper exercise will make your Friend happier, trimmer and healthier. In fact, the health counter will go up if you get good or excellent scores! (The maximum health counter increase from exercising is 10 units per day). Each Friend has an exercise that best suits its character and style. Also remember to clean the aquarium after exercising your Friend.



CRAB - weight lifting

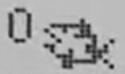
Help your crab Friend tone up its muscles by lifting weights as fast as possible in 15 seconds! Press button A for up motions and button D for down motions. Repeat as fast as you can to get the best possible score:

Poor = Less than 10
Average = Between 10 and 20
Good = 20 or more
Excellent = 25 or more

JELLYFISH - hurdles

Help your jellyfish Friend swim over as many hurdles as possible in 15 seconds! To swim towards the hurdle, press button A. To jump, press button D. Keep pressing button A to go to the next hurdle. Repeat as fast as you can to get the best score possible:

Poor = 0
Average = 1
Good = 2
Excellent = 3 or more



FISH - collecting hoops

Help your fish Friend collect as many hoops as possible in 15 seconds! Press button A to swim towards the hoop, press button D to swim up. Continue pressing button A to swim to the next hoop. The faster you press, the faster your Friend will swim.

Poor = 0
Average = 1
Good = 2
Excellent = 3 or more

SEAHORSE - picking up shells

Help your seahorse Friend collect as many shells as possible in 15 seconds! Press button A to swim towards the shell, press button D for downward motion to pick up shells. Keep pressing button A to go to the next shell. The faster you press, the faster your Friend will move.

Poor = 0
Average = 1
Good = 2
Excellent = 3 or more

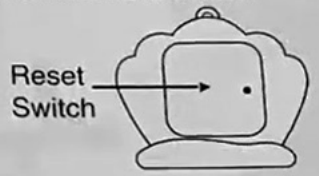
...the wicked sea witch, is always on the lookout to kidnap hungry or unhappy creatures. When Ursula's hook appears, the danger icon will light up and a beeping alarm will sound. To save your Friend, you need to play and win a game to let it know that you care. But be quick or your Friend will be hooked away by the evil sea witch!

TIMER MODE

Press button D for game time display (when not in MENU mode).
Press button D again to return to the main screen.

To restart game and timer, gently press the reset switch on the back of the aquarium, using a pointed object until you hear a beep. You may want to get an adult to help you. When you hear the beep, repeat steps (b) and (c) under Preparations. You may also wish to reset the unit when:

- you have replaced old batteries
- you want to care for a new Friend
- your unit is malfunctioning

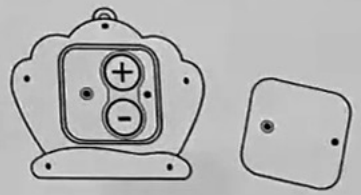


SOUND ON / OFF

While holding button A, press on buttons B and C together to turn on or off the sound effects. (Note: It can only be turned off after the egg has hatched).

BATTERIES:

With the help of an adult, use a screwdriver to open the back cover and insert 2 button-cell batteries (included).



Your VIRTUAL FRIENDS need love, attention and care to grow up healthy and happy. If you neglect or mistreat them, they will get sick and sad and swim away, or be kidnapped by Ursula and disappear. But don't be sad if that happens. You can always raise another Friend! If you care for them properly, they will grow up healthy, happy and eventually will leave the aquarium to venture out into Ariel's undersea world. Check below to see how well you have done and compare your scores with others:

0 - 5 years = Short
6 - 10 years = Happy
11 - 15 years = Healthy

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